



*2015 Vidya Gaem Awards*  
*Award Speeches*

## **Most Hated Award - WINNER: Undertale**

One part shitty Earthbound, one part shitty Persona, one part shitty retarded fanbase, Undertale has many, many flaws. Several elements show the lack of work and thought put into them. The art style is inconsistent and lazy, the story is mediocre, the humor is forced, the actual combat is simple and boring, there's barely any equipment variety, and most of the characters are tired cliches. But let's not kid ourselves, we know why Undertale is so hated. It's the fans. The real reason why it's become the most loved and hated game online right now. Kind of like the Donald Trump of gaming. But instead of making video games great again, Undertale made the culture far, far worse.

The fan base of Undertale is similar to another three extremely hated fanbases. Furrries, Homestucks, and bronies. Their obsessiveness, the injection of their shitty fandom into anything they touch, the critical levels of autism reached in its discussion, but most of all, their insane drive to annoyingly push the game onto everyone they know and then some, wanting everyone they know to play it and love it too. Even if they're not interested. Even if they've straight up said no before, even if it's the tenth time you're telling them to fuck off.

This not only has the effect of making people annoyed but the sheer response the game gets also creates unrealistic expectations as to what it's actually like. And when someone cracks under the pressure and finally plays it, oh boy, are they disappointed.

So congratulations, undertale fanbase. This is what your actions have brought you. Undertale is the winner of the most hated game of 2015, and also the new MLP. Hope you're happy.

## **LEAST WORST AWARD - WINNER: The Witcher 3: Wild Hunt**

The Polish have done it again.

When it seemed like every 2015 entry into the Open World RPG genre would just be bland and repetitive, CDProjekt Red delivered another world-class game set in the universe of Geralt of Rivia. This game managed to tick nearly every box gamers had on their wish lists: a story that actually keeps the player interested, without seeming too full of itself; a massive world absolutely stuffed with secrets, monsters, locations, and characters to interact with; a diverse landscape, which was brought to life by an extremely convincing weather and lighting system; and a branching upgrade path that allowed people to build around their style of play, without feeling like only one path was the best.

Not long before release, CDPR caught much of /v/'s ire by looking like the game had been heavily downgraded in the visuals department. Many users just saw this as more writing on the wall that consoles hold back developers from making the games they truly want to make. Though on release, while the visuals had been scaled back slightly, it was still absolutely gorgeous. From the rain spattering against your ring mailed shoulders, or the trees swaying in the growing storm, or the uncomfortable level of detail on the monsters that are quickly closing the gap, the world of Gerald of the River didn't leave much to be desired in the realm of visuals.

And no, Geraldo Riviera doesn't inhabit an entirely flawless world. Sometimes the controls or camera can feel a bit wonky, and quests can at times refuse to get marked as complete. But for a game this massive and richly detailed, it's a slight price to pay to enjoy some time with Oy Gevalt of Reindeer.

And while most developers are perfectly content just pushing out a game and then maybe giving it a patch once or twice, CDProjekt Red manages to push out huge patches for the game even to this day. Well done, folks.

You can't deny the satisfying combat, masterful voice acting and sound design, nor the streamlined inventory system that feels a bit more like the first Witcher game. CDPR have delivered to us something so intensely enjoyable, such an obvious labor of their love, that it feels like we don't even deserve it. And besides, who wouldn't love a guy named Gargamel of Reese's Pieces? So give thanks,

shitheads, because The Witcher 3 is your Least Worst Game of the Year.

## **IP Twist Award - WINNER: Super Mario Maker**

Why rehash the same game for years to come when you have your fanbase to do it for you?

Even with the consistent game releases in the New Super Mario Bros franchise, slapping Super Mario World, Mario Bros. 3, and the original Super Mario into a level creator couldn't hurt. Though it's practically killed the Lunar Magic editing community, one could argue that with the simpler tools and countless levels, Super Mario Maker put a nice twist on the same old song and dance.

## **Press X to Win The Award - WINNER: Her Story**

What the fuck am I playing? That's the first question one could ask as you press the start button and stare off into the abyss: Amy Winehouse telling you that she dindu nuffin while staring at colored shirt after colored shirt of outfits.

Her Story manages to be a game without gameplay, which is more or less a common thing in modern time. What is there to play? The only interactive factor is scrounging through videos and searching in new words. It's not even an FMV game, as there's no quick time event to be aware of. The fucking 3DO was more of an interactive experience than Her Story.

Imagine if your retarded cousin brought you a jigsaw puzzle for your birthday, but then he hid the pieces around your house and tried to charge you 6 bucks to try and put it together. Actually wait, that's more of a game than Her Story.

If I wanted to sit in front of a computer for 4 hours, splicing videos together, and get nothing in return but boredom and misery. I'd be editing the /v/GAs like a poor sa--

### **Self Insert Award - WINNER: Alphys (Undertale)**

In the same vein as "Ironic shitposting is still shitposting" -- "ironic shitty weeaboo annoying lizard" is still a shitty weeaboo annoying lizard. Alphys' existence in the game just drags down the already low standards of the game's character writing. Worst of all, she is unkillable, this wouldn't matter in other games. However Undertale prides itself on giving the player a choice to kill or spare the majority of the main characters, the only exception being, well, Alphys. No matter what kind of run the player attempts, they have no choice but to deal with her. Throughout the game, the player gets the joy of interacting with her via automatic updates on the players cell phone, forcing the player to stop EVERYTHING that they're doing to read her shitty fucking tweets. It's tweet after tweet of her interactions with you "just met this human!" Among other boring generic tweets. Alphys is that fat white girl at your school, you know, the one that brings a dozen boxes of Pocky™ to every anime club meeting, as she fangirls over her shojo OTP's. AND I FUCKING HATE IT.

## **TL;DR award For Worst Writing - WINNER: Fallout 4**

Fallout 4 has many players ask the same question to themselves, "Who fucking cares?" For a game that markets itself for being "open-world," its dialog loves to box the player in with a dialog wheel that gives players 4 different ways to say "yes" to every NPC. Nice and yes, begrudgingly and yes", "I can't accept this quest right now.", and I'm an asshole, but yes.

The game makes you do what you have to do to progress the plot, and everything else is filler. There's no reason to do anything else in the game besides the main quest.

Your sidequests are just there to fill time; your character isn't a player character, he's Shaun's Father, ex-soldier married to a lawyer wife that is good and helps people. I wish there was more to say about Fallout 4, but that's about it, really, I cannot think of anything else when it comes to the plot of this game.



## **Jet Set Award Future - WINNER: Undertale**

Again, this award is for best soundtrack, not for story, or visuals. This is an award for music, so there is really no point in me talking over it.

**Strength and Sensitivity Award - WINNER: Metal Gear Solid  
V: The Phantom Pain**

Listen, I wanted to add this award so I can talk about how I wanted to fuck video game characters. That's it. Metal Gear Solid V: The Fuckable Pain gets the award for Strength and Sensitivity.

## **Plot and Backstory - WINNER: HuniePop**

Bejeweled with naked girls. It's a strange combo, to say the least, but the game still gave us quite a playthrough. Though the gameplay is fun and challenging, the real gold here is the girls themselves, a mishmash of different looks, personalities, and fetishes Frankenstein'd together into different girls led to a general thread civil war. Not to mention, the devs being cool enough to even publish a nude version for the Steam player base to experience. Collecting panties has never been so fun. Just remember that Audrey is the worst girl.

## **Seal of Quality Award - WINNER: Batman: Arkham Knight**

Batman is here not only because it had an atrocious PC release, the fact that Warner Brothers tried to save money by outsourcing the PC port and even then only trying to fix after refunds started putting pressure on them to pull it out of the steam store.

Arkham Knight is also here as an example of every single shitty port we had in the last few years and how cynical publishers are getting. They can't even bother to give you a working product to rip you off anymore.

**Stealth Mission Award - WINNER: Transformers: Devastation**

Okay, so maybe it shouldn't have been \$60, but it's Platinum Games, with music and voices from the 80s cartoon. The same score attack stylish beat-'em-up gameplay by they've been perfecting since Bayonetta, all wrapped in a nostalgia package.

**"Hello, Fellow Posters" Award - WINNER: Fallout 4**

Hey! Hey you there, it's me Todd Howard, have you played Fallout 4? No? Well you are missing out on the GAME. OF. THE. YEAR. It's like Skyrim...with guns! Completely open world. Dynamic dialog choices. Multiple play styles. Make sure to pre order the Vault Boy Edition so you can use your own version of the PIP BOY. Make sure to download and play Fallout Shelter. Most importantly do not forget to get the SEASON PASS. When you go to purchase your game, don't forget to pick up a six pack of NUKA COLA (made from real cane sugar!) EXCLUSIVELY AVAILABLE AT YOUR LOCAL TARGET.

## **GAF Award - WINNER: Undertale**

What's the deal with colorful franchises with quirky characters that make people autistic over them? Ever since the first public demo release, there were signs that the undertale fanbase was going to end up pretty bad. Upon the game's release, it exploded into exponential numbers and spread all over the place. Undertale is the unholy union of furries and Homestuck fans. You think you've seen some shit? Let me give you a friendly warning: "Ask Humantale" is just the tip of the iceberg, baby.

**Hyperbole Award - WINNER: Metal Gear Solid V: The Phantom Pain**

No. No, I'm sick of this fucking shit. Fuck you. You caused this to sweep multiple years in a row. Guess what the winner of next year's best trailer award is gonna be? It goes to fucking Metal Gear Solid V as well. This award is fucking banned. Fuck you, I quit.



## **A E S T H E T I C S Award - WINNER: Bloodborne**

Here we are, officially in the next gen and making games even more visually impressive is becoming harder and harder. Bloodborne banks on its unique artstyle and gruesome effects to make it stand out. Taking a page from Lovecraft and mixing it with the filth and slime from old victorian times to paint this mutant infested world. Those stylistic decisions also translate into the characters attires, quaintly stylish but also worn out and tattered in many cases. A clash between glamour and scourge. Bloodborne takes hold of the PS4's graphics and just doesn't let go.

## **Season Pass Award - WINNER: Star Wars: Battlefront**

Star Wars: Battlefront is a game that costs Sixty Dollars despite it being a game without any sort of campaign or single player. Nothing says cash grab more than releasing a sequel to a ten year old game, and having less content than the original.

But what make it a cash grab isn't just that, it's the gall of EA to announce during its release a \$50 season pass for content that would be added on launch for older releases. Star Wars: Battlefront is the biggest example of publisher's abusive market practices, nickel and diming its customers harder and harder. And for those reasons is why Star Wars: Battlefront gets the Season Pass Award for Biggest Cash Grab.

## **Shareholder's Award - WINNER: Political Correctness**

"You can please some of the people all of the time, you can please all of the people some of the time, but you can't please all of the people all of the time." Those words ring true for many situations, but 2015 showed some of the worst examples of this. Bethesda, Nintendo, Early Access Games and even Konami fall flat in comparison to the crime itself: political correctness.

Changes made to games during development, localization, and even post-release in some cases have become worse than ever. Some games are flat out not even getting released in other countries because of some overly-vocal group's hurt feelings. But here's the thing: Most consumers just want the game as the developer intended it. Instead of trying to cover up characters, cut content, and change scripts, companies should try to actually focus on what matters: supporting the consumers who have supported them. What is there to gain out of letting people ruin a game they won't even pay for, much less play?

## **/v/irgin Award - WINNER: Splatoon**

Like it or not, Splatoon surprised many with an off-beat approach to shooters, cartoons, and territory capture. Even though it started out small and expensive, it quickly made up for it by rewarding players with countless additions: new weapons, modes, and stages. There's also a sturdy community that can be found both in-game and online, though like any Nintendofags, they can be rather obnoxious.

Splatoon showed that even when directing a title towards children, they still know how to deliver a fun title that even the biggest manchild can enjoy.

The IP doesn't seem to be going anywhere anytime soon, and with likely more to come, Splatoon surely delivers an experience that will make you feel the exact, same... \*splat\*

## **Next-Gen Award - WINNER: Fallout 4**

Following the pattern of all Bethesda games, Fallout 4 looks bad because of its old, deprecated engine. Once again relying on the fanbase to fix their game with mods. Bethesda shat a low-poly turd on the franchise we all enjoy when it was rushed to market to capitalize on the holiday season. It was so bad, the rendering engine was changed two months in, and mods are still not available for console players!

## **John Romero's Bitch Award - WINNER: Star Wars: Battlefront**

So, I don't think anyone expects quality from EA anymore, but DICE only recently came under fire from the gaming community for putting out low-quality products.

If there was still a glimmer of hope in the eyes of the Star Wars fan who wanted a good title, prepare to be pigeonholed. Through incompetent leadership, Star Wars: Battlefront failed to deliver. With only four maps on launch, a \$50 season pass, a grindfest leveling system and poor hero distribution, the game squandered so much potential you wonder why it cost sixty fucking dollars on launch. Way to go, EA Dice, you've been made into John Romero's New Bitch.